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Pithy
Points
in
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Bridge

William C.
Morris



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Pithy Points In Auction Bridge

Pithy Points In Auction Bridge

How to Bid and Play Told
in Novel Tabloid Form

By

William C. Morris



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Pithy Points in Auction Bridge

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NOTE.—Pithy Points in Bidding and Pithy Points in Play are matters of convention and expert opinion and practice, except those where reference is made to Laws. Such points are included in order to call attention to privileges which are frequently overlooked.

PITHY POINTS IN AUCTION BRIDGE

Foreword

Pithy Points is concise and practical, arranged for ready reference and in logical sequence, presenting **Auction in Tabloid Form**. The self-indexing subgroups bring together related points. The Bids are sound and the Plays are sane. The Dummy points are important, and should be carefully observed. The gist of the most important Laws is given, but the latest full code of The Whist Club, which includes elemental details of the game, should be at hand.

Pithy Points selects, shortens and groups important laws in an entirely new way, making for great improvement in the game. For instance, if a question comes up about "exposed cards," Pithy Points tells the whole story in one group of seven sentences, whereas the usual laws would send the player to an index which in turn would refer to seven widely scattered laws. "Errors in declaration" and "errors during play" are frequently

ignored, as few players care to take the trouble to hunt up the particular law involved, whereas Pithy Points, in short groups and in logical order, gives the proper penalties.

Pithy Points are Practical Precepts for Progressive Players, and if faithfully followed will win them welcome among the experts. Pithy Points are the "sign posts" of Auction and tell **what** the best players are doing—**how** to bid and play. To know **why**, study the comments, illustrations, arguments and occasionally conflicting opinions in the "guide books" of the writers on Auction, such as Atherton, Bluet, Carvalho, Coffin, Dalton, Denison, Elwell, Ferguson, Foster, Irwin, Leibenderfer, McCampbell, Metcalfe, Meyer, Montgomery, Rice, Shephard, Whitehead and Work.

WILLIAM C. MORRIS.

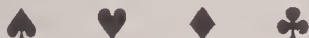
Los Angeles, Calif.,
January, 1923.

PITHY POINTS IN BIDDING

Initial Bids—At Love Score

Teamwork wins at Football and Auction ; both are games of signals and keen play.

All bidding should be **informatory**, leading to best offensive or defensive use of the combined hands.



An Initial or Free Bid is by dealer, or second hand if dealer passes.

The free or initial bid should be as safe as the foundation for a house.

Give preference to a strong Major bid, then No Trump, a Minor last.



One No Trump should be bid with sure stoppers in all four suits.

Bid one No Trump on hand above average, with three suits safely stopped.

PITHY POINTS IN BIDDING

Initial Bids—At Love Score

An average hand holds one each of the Aces and Faces (King, Queen and Jack).

Safe stoppers for a suit are Ace alone, King and one, Queen and three, or Jack and four.

One No Trump may be bid on two powerful two or three card suits.

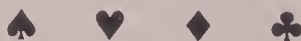
Powerful short suits are Ace, King; Ace, King and one other; Ace, Queen, Jack; Ace, Queen, Ten; King, Queen, Jack.

Bid one No Trump on a solid five or more card Minor, with a side Ace.



Two No Trump bid originally usually shows four Aces, and indicates a singleton or doubleton.

An original two No Trump is preëmptive and may block important information from partner.



PITHY POINTS IN BIDDING

Initial Bids—At Love Score

The Goal in Bidding should NOT be No Trump, but—at what declaration will my hand work best with partner's?



Initial Bid of One at Suit invites partner to consider whether No Trump or a different suit offers better chance for game.

Never bid initially on a long weak suit; two to one that opponents hold the strength.

A short suit, two or three, should never be bid originally, even Ace, King and Queen.

Suit bid of one promises length and strength, with three high honors or side help if lacking either Ace or King.

Five including Ace and King, or including Ace, Queen, Jack, or including King, Queen, Jack, without side tricks, justify one Major or Minor.

Ace or King, with four or more, including a second honor, warrant one Major or Minor if also holding a suit headed by Ace or King Queen.

PITHY POINTS IN BIDDING

Initial Bids—At Love Score

Ace and four or more small warrant a Major or Minor if also holding a powerful side suit.

A Major, but not a Minor, may be bid on five to Queen Jack or Queen Ten with only one weak suit.

One Major or Minor may be bid on Ace, King, Queen and one small, without side help.

Four including Ace and King warrant suit bid of one if also holding a powerful short suit.

One Major or Minor may be bid on four including any three honors except the ten, with a side Ace.

With an initial one bid in two suits, show higher value first.



Bidding one No Trump, or one Minor, denies a strong Major.

Initial Bid of Two at Suit is highly informative, and should be most carefully considered by partner.

PITHY POINTS IN BIDDING

Initial Bids—At Love Score

Two Major promises length and strength, denies assistance in the other Major, and warns against No Trump.

Two Minor offers great strength and length, with side help in two suits, and invites two No Trump if partner holds scattered stoppers.



Preëmptive Bids, three or more, deny a two-suit hand, and warn against take out.

An initial preëmptive indicates a freak hand, bid at full strength, including average expectancy from partner.

Four Major or five Minor is an attempt to make game, or save it by shutting out an adverse game bid.

Seldom preëmpt with a two-suit hand; usually best to give partner a choice.

To preëmpt blocks information from partner and may prevent development of the best bid for the two hands.

PITHY POINTS IN BIDDING

Initial Bids—At Love Score

The preëmptive bid often proves a boomerang;
opponents may locate the weak spot.



Original Bids of one, two or three ordinarily
show five, six or seven cards in suit.



Help Expected From Partner varies with
amount of original bid.

Initial bidder of one expects two or three
tricks from partner.

Original bidder of two or three expects only
two tricks from partner.

Initial bidder of four expects only one trick
from partner.

Original bid of five shows eleven probable
tricks in hand.



PITHY POINTS IN BIDDING

Initial Bids—At Love Score

Valuation of Hand should determine nature of original declaration.

When gauging your hand, count both losing and winning cards.

Figure Aces to win always; Kings, guarded only by small cards, to win half the time; and Queens, guarded only by small cards, to win once in four times.

To count as quick trick a card must take first or second round of its suit.

Cards taking quick tricks against Declarer average twice the value at best bid of twenty-six cards.

Singletons are dangerous unless you can afford to trump.

With a blank, or short and weak, two to one that opponents control the suit.

A hand is stronger if bidding strength is divided in three suits than if massed in two suits.

Remember that the other hands may also be abnormal, if you hold a freak.

Any hand with two or more blanks or singletons, or three doubletons, or with any suit of seven or more cards, is a freak.

PITHY POINTS IN BIDDING

Initial Bids—At Love Score

Be careful not to overvalue compensating cards.

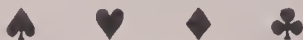
A singleton is more apt to be helpful in Dummy than in hand of Declarer.



Initial Bids must guarantee conventional holding.

Pass by initial bidder denies minimum requisites for an original bid.

If in doubt, pass as initial bidder rather than mislead your partner.



PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

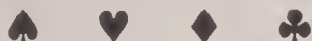
Forced Bids make less specific promises than initial bids, and should be weighed accordingly.

If not initial, a bid is forced, and may be either a lead indicator or a pusher.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Any bid is forced if made after two or three passes or after an opponent bid.



Over Initial Adverse No Trump seldom bid two unless able to advance to three.

A Major should seldom be bid over an adverse No Trump unless game could be stopped in the other Major.

Bidding a Minor over No Trump might shift opponent to game going Major.

Do not overbid No Trump at right unless able to save game should opponent shift.

Two No Trump over adverse one No Trump shows eight sure tricks.



Over Initial Adverse Suit bid, No Trump shows two stoppers.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

A suit bid over an adverse suit promises either length or strength, with side help if trumps are short or weak.

A forced suit bid may mean length without assurance of strength.

With choice of two suits of equal game value, name the longer suit first, if making a forced bid over an opposing suit.

Holding two suits of unequal game value, name the higher value first, if bidding over an adverse suit.

Preëmptive bids are dangerous if opponent has shown a suit.



Third Hand Bids of No Trump after two passes show at least five probable tricks.

Suit bid by third hand after two passes may be merely a lead indicator against a probable fourth hand No Trump.

Third hand bidding over second hand should expect only one or two tricks from dealer who has passed.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Whether to assist, overcall or rescue partner, or defeat opponent, is an interesting third hand problem.



Raisers should be counted; remember the tricks your partner has already figured.

Average expectancy in partner's suit is three small cards, or one small and one honor.

Holding Ace or King of partner's suit, you know bid shows side strength or three high honors.

If able to save game in opponent suit, seldom raise partner's initial No Trump—it may have been very weak.

To raise partner's initial No Trump over an adverse suit shows one sure stopper plus side help, or two sure stoppers if lacking side help, or three strong suits if lacking any stopper.

Do not show a weak suit should opponent overbid partner's No Trump; if bid is desired, partner can double informatively.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

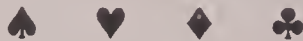
With only one or two trumps, seldom raise your partner's suit on first round.

Seldom raise your partner's bid on trumps alone; quick side tricks are needed.

A singleton is a raiser only when holding several small trumps.

To advance bid of partner shows greater strength than normally expected.

Preëmptive raise of partner's No Trump or suit bid may head off dangerous lead.



Takeouts of partner should be overcalls from strength or rescues from weakness.

Two Major overcall of partner's No Trump shows strength, or unusual length.

Two Minor rescue of partner's No Trump shows bust but at least five trumps.

Three Major overcall of partner's No Trump shows five or more with at least four honors.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Three Minor overcall of partner's No Trump shows great strength with exceptional length.

Overcall partner's initial No Trump with any Major suit of five or more on which you would make an original bid.

Having bid two on a strong Major suit of not exceeding five cards over partner's No Trump, do not rebid the Major should partner return to No Trump.

Take out partner's original No Trump with any Major suit of six or more cards, no matter how weak.

Having bid two on a weak Major suit of six or more over partner's No Trump, bid three on the Major should partner return to No Trump.

Rescue partner's No Trump with two Minor if suit is no better than King with four or more small and remaining suits are worthless.

Never take out partner's original No Trump with two Minor on a hand which should yield two or more tricks for No Trump.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Holding a “two-suiter” of five or more cards each, usually show both to a No Trump partner.

Overcall partner with No Trump when short and weak in partner’s suit but strong in remaining suits.

Rebid original five or more card Major suit over partner’s No Trump takeout if lacking card of reëntry.

Never rebid an original No Trump if holding average expectancy in partner’s Major overcall.

Two No Trump overcall of partner’s initial two Major shows four Aces.

Overcall partner’s initial two Minor with No Trump if able to control partner’s probable weak suit.

Holding a Major bid, usually overcall partner’s one Minor.

Never rescue partner’s Major; an overcall shows strength.

Holding four or more of partner’s Major, do not overcall.

Preëmptive change from partner’s declaration warns against takeout.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Any bid over an intervening declaration by an opponent is either an assisting bid or a denial bid, not a takeout.

The goal in partnership bidding should be the surest game going declaration.



Fourth Hand, unless very strong, should not bid after three passes: "Let sleeping dogs lie."

Suit bid by fourth hand over dealer's No Trump may be merely a lead indicator.

Major lead indicators are less apt than Minors to shift opponents to game going bids.



Secondary Bids should not overestimate partner's forced declaration.

Holding a "two-suiter" of five or more cards each, try to develop which is best for the combined hands.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Initial bidder showing higher value suit on second round denies strength but promises length.

Count one trick only from a non-assisting partner.

Before advancing your own bid, consider whether your partner could set opponent.

Do not bid the same strength twice; partner may have a bust.

Let your partner have a chance to give you information; do not do all the bidding.

Having the lead, it is often best not to overbid a No Trump at your right.

Partner of initial bidder should determine limit of original bid.

Show choice to a partner who has bid a "two-suiter"—the two hands should be played at their best combined suit.

With minimum help, advance a partner who has bid two or more unassisted.

Having previously passed, any takeout of partner's No Trump is a rescue.

Rarely rescue a partner who has bid No Trump over an adverse suit.

PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Seldom rescue a partner who has bid No Trump third hand after two passes.

Never rescue a partner who has bid No Trump fourth hand after three passes.

Better let opponents struggle for odd tricks than lead them to game going bid.

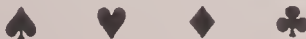
Teamwork bidding aims first to make game, second to save game, third to penalize opponents.



“Never,” at Auction, as on the good ship Pinafore, means “Well—hardly ever.”

Dealing Auction hands continuously during a lifetime of one hundred years, only a small fraction of the possible combinations could be exhausted.

Rules may be made to be broken, but beware bad breaks.



PITHY POINTS IN BIDDING

Forced Bids—With or Without Score

Inadvertent Declarations (slip of tongue, not change of mind) may be corrected, provided next player has not declared. (See Law 42.)



PITHY POINTS IN BIDDING

Concerning Doubles

Informatory Doubles require partner to select declaration, but assure support.

Partner not having bid, to double at first opportunity a bid of one No Trump or two at suit is **informatory**, negative or conditional.

Informatory double promises five tricks if over one No Trump, six tricks if under.

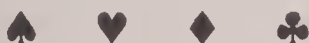
Over a suit bid of one, **informatory double** promises at least five tricks in remaining suits.

Informatory double of two at suit shows hand at least one trick better than required for double of one.

PITHY POINTS IN BIDDING

Concerning Doubles

Rarely double informatively if your partner has passed as dealer or second hand.



Partner of Informative Doubler is expected to take out in No Trump or longest suit.

No Trump takeout of an informative double of a suit shows two stoppers.

Holding two suits of equal length and strength take out partner's informative double of No Trump with lower value if hand is very weak, and higher value if hand is fairly strong.

Partner of informative doubler, holding a Yarborough with choice of unbid suits, should rescue with suit of lowest value.

No matter how strong the hand, partner of informative doubler should never make a preemptive bid.

After an initial suit bid and a second round informative double, partner holding average expectancy should assist the original suit bid.

PITHY POINTS IN BIDDING

Concerning Doubles

Partner is released from obligation to take out if an informatory double is followed by an opposing bid.



Opponent of Informatory Doubler can estimate three hands in arriving at declaration.

Suit bid over informatory double of partner's No Trump is a rescue, but shows at least five cards.

To redouble informatory double of partner's No Trump shows general strength, and suggests a business double of any opposing bid.

To advance partner's No Trump or suit over an informatory double is preëmptive.



PITHY POINTS IN BIDDING

Concerning Doubles

Informatory Doubler, having forced a bid, should let partner decide limit.

Rarely double informatorily unless able to assist one or both Major suits.

Do not double unless prepared to shift, should partner's forced bid be unwelcome.



Business Doubles request partner to assist in defeating contract of opponent.

Partner having bid, double of one or more is business, positive, or unconditional.

Unless business double is free, be certain you can defeat contract.

A double is free if success of the bid undoubled would give opponent game.

Seldom double or redouble unconditionally unless you could also double opponents possible overbid.

Rarely right to take your partner out of a business double.



PITHY POINTS IN BIDDING

Concerning Doubles

Exceptional Holdings may warrant leaving in a conditional double or taking out an unconditional double.



Overbidding account holding high honors, remember the deadly double.

Before making a forced bid, consider the effect of a possible double.

Remember that big rubbers result mainly from setting opponents.

If able to save game, but unable to make game, underbid your hand rather than overbid.

Overbid your hand rather than underbid, if not sure of saving game.



PITHY POINTS IN BIDDING

Consider the Score

Scoring Game is the main objective in bidding; it is important to consider points already earned.

A score may warrant bidding a Minor as a Major would be bid at love.

Consider the score when interpreting the bids of your partner and opponents.

Lacking six points of the thirty for game, bid a safe Minor rather than a weak No Trump.

Odd tricks at suit may finish game; No Trump might be defeated.

With choice of game going bids, select the safest.

Let score decide between trying for game and defeating opponent.

Penalties often greatly exceed the bonus of 250 for winning two games.

Whether to overbid or underbid depends upon the score and your confidence in partner.

Game in, game out, or game all; that is the question.

Duplicate play shows one can often win by losing.

PITHY POINTS IN BIDDING

Consider the Score

If "flying the flag," consider game value and possible loss.



PITHY POINTS IN BIDDING

About Partners

Partners should be assumed to be conventional until proven otherwise.

If contending with local rules, remember Job. With unconventional and daring partners, it is safer to underbid.

If partner is inexperienced and timid, stretch your bid.

Departing from conventions, do so knowingly with apologies ready.

The Goddess of Fortune may be your side partner, but she is fickle.

For dependable bids, passes, overcalls, rescues and doubles, give thanks.

Detours may be dangerous; it is safer to follow the signed road.

PITHY POINTS IN BIDDING

About Partners

Scientific bidding will outpoint a guessing game.

Let your game classify you as a desirable partner and a formidable but agreeable opponent.

“A Bumble-Puppy is a player who ignores rules, or defies them, or both.”

If shunned as a Bumble-Puppy play Pithy Points and you will be eagerly sought.



Errors During Declaration should be penalized—play the game.



Conventional Bidding gives valuable information and paves the way for clever play.



PITHY POINTS IN PLAY

When Declarer

Play of Declarer should be planned in full when opening lead has been made by adversary.

Before touching a card in Dummy, carefully formulate your entire play.

Make sure of game before trying for extra tricks or slams.



At No Trump, endeavor to hold a stopper until one adversary has been exhausted, so suit cannot be returned.

A solid suit in closed hand may be needed for reëntries.

Usually best to establish the suit which is longest in the combined hands.

Losing an early trick is often necessary to establish a suit.



At Suit consider if part of Dummy trumps may be used for ruffing.

PITHY POINTS IN PLAY

When Declarer

With losing cards of a suit in both hands, play for discards.

Exhaust adverse trumps if your plan does not call for ruffing.

A desired adverse lead of trumps may be induced by leading a suit short in both hands.

Return of an adverse suit lead may often be induced by taking trick in Dummy, concealing strength in closed hand.

Holding Ace and Queen opposite at suit, without Jack or Ten, lead Ace, then small to Queen.

With Ace, Jack and three trumps, lead small to Queen and one.



Finesses should be influenced by adverse bidding.

Avoid a finesse which would not make game and might lose contract.

With an even chance, risk a finesse which could make game but might lose contract.

PITHY POINTS IN PLAY

When Declarer

Beware a finesse which might put in an established adverse suit.

With contract assured, finesse freely in effort to make game or slams.



Adverse Holdings should be assumed to be evenly divided unless bidding indicates otherwise.

Apply the "Rule of Eleven" to see if original lead is fourth best or short.

With ten or more in two hands, play Ace, hoping to catch lone King.



Poor Cards mean greater credit for a successful contract—there is little interest in playing a pianola.



PITHY POINTS IN PLAY

When Adversary

Defensive Play calls for the greatest care and skill—apparently worthless hands may be able to save game.

With a King-Ace opening, have a look at Dummy, also showing partner your reëntry.

“Cash in” good cards without delay if only thereby can game be saved.

Save game before trying to set contract.



At No Trump, it is usually best to open with highest of partner's suit.

Opening with Ace of own suit at No Trump shows strength and length and asks partner to unblock.

Leading King of own long suit at No Trump shows Ace or Queen or both, but does not ask partner to unblock.

Opening with Queen, Jack or Ten of own long suit at No Trump shows the next lower card and possibly higher ones, but denies the next higher.

PITHY POINTS IN PLAY

When Adversary

Whether to lead high, intermediate, or fourth best, in opening own suit at No Trump is largely a question of reëntry.



At Suit, play for quick tricks; small cards can rarely be established.

Avoid opening a tenace suit, unless bid by partner.

Opening lead of Ace, then King, at suit, means no more, and a desire to trump.

Lead of King at suit shows Ace, or Queen, or both.

Opening low lead at suit denies Ace of that suit.

Singleton lead of unbid suit is advisable if in position to trump next round.

Lacking a King or Ace or singleton opening at suit, lead best of partner's suit.

If own suit lacks a King, Ace, or top of sequence opening, lead fourth best.

PITHY POINTS IN PLAY

When Adversary

Lacking own lead, if partner has not bid, open with a strengthening card of unbid short suit, or lead through declared strength.



“Second Hand low, third hand high, fourth hand take it if you can” was a good rule at Whist, but does not apply to Auction. Playing second hand at suit, it is usually best to cover an honor.



Signal your partner with a seven or higher if you wish a suit continued.

A seven or higher encouragement card indicates strength both at No Trump and suit. High, then low, as six then five or lower, tells partner to come on.

At No Trump, the echo, by following or discarding high then low, shows strength.

At suit the echo shows a taking card or ability to trump.

PITHY POINTS IN PLAY

When Adversary

A six or lower may be a discouragement card, or the beginning of an echo.

The encouragement, discouragement and echo signals may be made either in discarding or in following suit.

Failure to signal suggests lack of both offensive and defensive strength.

Discouragement signal from partner and showing in Dummy often warrant shifting suit.

Should partner echo on your King-Queen opening, lead small third round if you hold Ace.

Avoid a signal **which** might aid a finesse in Dummy.

Card played to partner's lead denies the card next lower, unless signalling or unblocking.

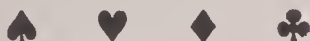
Rarely finesse against your partner unless warranted by Dummy.

Return highest of partner's suit unless it could be established and made from your hand.

If it cannot injure partner, play to deceive Declarer.

PITHY POINTS IN PLAY

When Adversary



Blocking and Unblocking are often of vital importance.

Unblock if partner controls suit and may not hold reëntry.

Do not hesitate to sacrifice your high card if it could establish the next best in your partner's hand.

Block Dummy when possible; take out any reëntry.



Sequences (two or more touching cards) can and should be so played that partner can deduce your holding.

Leading from a sequence other than Ace, King and Queen, play highest card.

When following suit, play lowest card if playing from a sequence.



PITHY POINTS IN PLAY

When Adversary

Trump Leads can often be made against Declarer to great advantage.

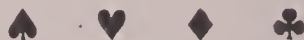
If Declarer could set up a cross ruff, lead trumps.

Leading up to weak trumps in Dummy often saves a situation.

If Declarer is avoiding trumps, it is usually best to lead them.



Forcing the strong trump hand is desirable provided it does not give Dummy a discard.



Discard from weakness unless advisable to signal in your strong suit.

A low discard may merely mean an encouragement card is not available in the suit desired led.

PITHY POINTS IN PLAY

When Adversary

Protect the suit your partner is discarding.

When discarding, keep in position to return or lead partner's suit.

Discarding a singleton, even though an Ace, might sometime be a super-play.

A bluff discard may deceive Declarer and prevent a successful finesse.



Penalties may be averted by either adversary by asking partner if holding any of a suit refused and by warning against lead or play out of turn. (See Law 61c.)



Teamwork saves games, sets contracts, and piles up points.



PITHY POINTS IN PLAY

Declarer or Adversary

General Principles of Play apply in the main to both Declarer and Adversary.

“Stop—Study”—before first lead or play—start right.

When Dummy goes on table, plan your scheme of play, particularly the necessary discards.

Make sure of reëntry for a suit you intend to clear.

Plan reëntry for continuance of successful finesse.

Note and count every card played, and carefully watch for signals.

Deducting value of a fourth best lead from eleven shows number of higher cards outside the leader's hand.

Lead through strength or up to weakness, considering opponents' bids.

Throw trick so opponent must lead up to your strength instead of through.

To duck, or even double duck, instead of cover, is often a profitable coup.

Where possible, play a suit so lead could be thrown to either hand.

PITHY POINTS IN PLAY

Declarer or Adversary

Often advisable to overtake your own trick in order to finesse or change lead.

“Squeeze” your opponent by forcing discards which may unguard high cards.

When planning final tricks, do not overlook an established deuce.

False card freely when Declarer, rarely as Adversary.



At No Trump, clear long suits, but retain command of opponent suits.

Losing both first and second tricks is sometimes necessary to establish a suit.



At Suit, with opponent trumps exhausted, play to establish suits as at No Trump, conserving your remaining trumps.

PITHY POINTS IN PLAY

Declarer or Adversary

Never give opponent a chance to elect which hand will trump and which discard.

If opponent has shown or indicated a singleton or doubleton, it is usually advisable to lead trumps.



Penalize All Errors in play; a correct game is far more interesting.

Watch for a revoke, and make claim before thirteenth trick is quitted. (See Law 58g.)

Protest claim by opponent or concession by partner of any uncertain final tricks. (See Law 59.)



Logical Plays founded on scientific bids result in Par Auction.

PITHY POINTS IN PLAY

Declarer or Adversary



End Play affords the supreme test of observation, deduction and application as to declarations, leads, signals, finesses, discards and outstanding master cards.

“The card you should have kept” would have won many a game-making or game-saving trick.

“Oh! I discarded the wrong card” explains but seldom excuses.



PITHY POINTS IN PLAY—

When Dummy

(See note at bottom of page 45)

“Dummy Don’ts”

- Do Not spread any cards until proper opening lead has been made. (47.)
- Do not suggest to Declarer which penalty to select for improper opening lead. (54a.)
- Do not touch a card or otherwise suggest a play to Declarer. (50n.)
- Do not correct Declarer if about to lead from wrong hand. (50o.)
- Do not warn Declarer if about to lead or play out of turn. (61c.)
- Do not mention any detail of declaration except contract. (61a.)
- Do not intentionally look at any card held by Declarer or adversaries. (49.)



PITHY POINTS IN PLAY—

When Dummy

(See note at bottom of page 45)

“Dummy Duties”

Duties of Dummy should not be neglected; their exercise may be very helpful to Declarer.

Should wrong adversary make opening lead, call to attention of Declarer. (54a.)

If Declarer refuses a suit, ask if without. (48c.)

See that Declarer does not renounce from Dummy. (58a.)

Call attention should wrong number of cards be played to a trick. (48a.)

If wrong side gathers in a trick, have error corrected. (48b.)

Count, face down, any quitted trick in effort to locate a missing card. (54j.)

Protest any improper claim of either adversary. (48f.)

Join in discussion of any question of fact raised by Declarer or an adversary. (48e.)

Correct any error in making the score. (48d.)

Should adversary revoke, advise Declarer which penalty to impose. (57b.)

PITHY POINTS IN PLAY—

When Dummy

(See note at bottom of page 45)

“Dummy Duties”



Conditional Dummy Rights—(Not having intentionally looked at any card held by the other players, Dummy may and should).

Call attention of Declarer to a card exposed by an adversary. (49j.)

Claim a revoke made by either adversary. (49h.)

Call attention of Declarer to an adverse lead out of turn. (49i.)

Remind Declarer of any right under the laws. (49k.)

Call attention of Declarer to an adverse play out of turn. (54e.)

Demand playing out the hand if uncertain as to any final tricks conceded by Declarer. 49 l-59b.)



Dummy Protection from revokes may be requested if leaving table during play. (58f.)

PITHY POINTS OF LAW

(See Pithy Points in Penalties)

Laws should be rigidly observed and penalties strictly enforced. (See Note below.)

Note: For exact wording and context, and for fundamental details of the game, see The Laws of Auction (22-24-25-26, etc.) as adopted by The Whist Club, effective September 1, 1920. The "Laws of Auction" may be obtained in convenient pamphlet form direct from The Whist Club, 13 West 36th Street, New York, N. Y.

Important laws, infraction of which should be penalized, are grouped under "Pithy Points in Penalties."

For "Dummy Don'ts" and "Dummy Duties," see Pithy Points in Play—When Dummy.

PITHY POINTS OF LAW

(See Pithy Points in Penalties)

The Deal. Low deals and has choice of seats and pack; second lowest is partner of dealer; third lowest has choice of remaining seats. (22.)

Pack chosen by dealer is shuffled by second hand, and then given to dealer. (24.)

Cut to the right, deal one in turn to the left, last card to dealer. (25-26.)

Cut (not less than four cards) toward dealer, leaving unfinished, thus avoiding any doubt. (25a.)

After shuffling, third hand places still pack at left of next dealer. (24.)

Deal is lost to next player in event of four original successive passes. (29.)



New Deal—If any card is faced in the pack or exposed during the deal. (27b.)

New Deal—If during the hand, one player holds more than the proper number of cards and another less. (27d.)

PITHY POINTS OF LAW

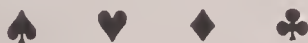
(See Pithy Points in Penalties)

New Deal—When any hand proves to have held more than thirteen cards. (27c.)

New Deal—For any reason is always by same player, unless out of turn, or because of failure to declare. (27-28-29-37de-54i.)



Missing Cards may be located by any player by counting, face down, any quitted trick, which, if containing more than four cards, may be faced by an opponent of a player who is short and the surplus card returned to owner, who, unless Dummy, is answerable for any revoke. (54j.)



The Declaration. After a bid or pass by dealer, each player in turn to the left must declare (bid, pass, double or redouble) until there have been three successive passes, whereupon the player who first

PITHY POINTS OF LAW

(See Pithy Points in Penalties)

named the successful suit or No Trump becomes Declarer, the left hand adversary makes the opening lead, and partner of Declarer then becomes Dummy. (29-30-31-35-36-38-45.)



Doubling and Redoubling affect trick values, but not bidding values, honors or slams. (4-10-14-15-16-31-35-36.)



Inadvertent Bids. If corrected immediately, an inadvertence may be changed, as "No Trump" instead of "No Bid" or "one Spade" instead of "one Club." (42.)

An inadvertent declaration is a slip of the tongue, not a change of mind. (42.)



PITHY POINTS OF LAW

(See Pithy Points in Penalties)

Revoke may be claimed by Declarer, Dummy or an adversary any time before thirteenth trick is quitted. (58g.)

To "refuse" is to fail to follow suit. (7.)

To "renounce" is to refuse when able to follow suit. (7-55.)

To "revoke" is to renounce and not correct error before trick is quitted or renouncing side has led or played to the next trick. (56ab-58abc.)

Dummy or adversary may ask partner if lacking a suit refused. (47-48c-58c.)



Lead or Play Out of Turn. An adversary, but not Dummy, may warn partner against lead or play out of turn. (61c.)



PITHY POINTS OF LAW

(See Pithy Points in Penalties)

Final Tricks claimed by Declarer having been contested, remaining cards of Declarer must be played open with only announced or proven finesses allowed. (59a.)

If Declarer concede final tricks, Dummy may demand that hand be played out. (49 l-59b.)

If conceded tricks are accepted by an opponent before partner protests, the concession stands. (59bc.)



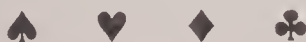
Unfinished Game. Play out a hand unfinished at agreed time, adding 125 for a game in. (12-13b.)



PITHY POINTS IN PENALTIES

Opponents Honor Score

- 25 points for each card examined during deal.
(26d.)
- 25 points for any quitted trick examined.
(8-56a2-61e.)
- 50 points for doubling a partner's bid. (37e.)
- 50 points for redoubling a partner's double.
(37e.)
- 50 points for revoke, or Declarer may take
two tricks from adversaries for first re-
voke. (57abc.)
- 50 points for each undertrick of defeated
contract. (45.)
- 100 points for each undertrick of doubled con-
tract. (45.)
- 200 points for each undertrick of redoubled
contract. (45.)
- 100 points or new deal for redoubling a re-
double. (37e.)
- 50 points (bonus) should you double and
fail to defeat; 100 if redoubled. (45.)
- 50 points (bonus) for each overtrick of
doubled contract; 100 if redoubled. (45.)



PITHY POINTS IN PENALTIES

Exposed Cards

Exposed Cards are any named as held, or which could be seen by partner of offender, and must be left face upward on table until played or called. (51-52.)

Exposure of a card before declaration necessitates new deal. (27b.)

Should card be exposed during declaration, partner must thereafter pass. (44.)

If card exposed during declaration is to right of Declarer, opening lead of that suit may be forbidden. (44.)

When adversary corrects a renounce, card first led may be treated as exposed. (55-58d.)

The last two cards of an adversary become exposed should partner show thirteenth card when playing to twelfth trick. (51f.)

An exposed card may be called by Declarer whenever it is turn of owner to lead or when that suit is in play. (52.)

Declarer may make repeated calls for discard of an exposed card, which holder must play when lacking the suit led. (52.)

Cards exposed by Declarer or partner are not subject to call. (53.)

PITHY POINTS IN PENALTIES

Errors in Declaration

Improper Information. Should a player give improper information as to holdings, partner must thereafter pass. (61d.)



Bid Out of Turn. When bid out of turn is canceled, partner of offender must thereafter pass. (33-34ac-37c.)

If you double or redouble when your partner should declare, opponents may consult and demand a new deal, or decide which declaration shall be final. (37d.)

Should an adversary bid, double or redouble after three passes, Declarer may call suit when turn of partner of offender to lead. (37b-41a.)



Pass Out of Turn. If a pass out of turn is canceled, offender may not bid unless declaration is changed. (39-40b.)

PITHY POINTS IN PENALTIES

Errors in Declaration



Insufficient Bid. If an insufficient bid is called and first opponent passes, partner of offender may not bid unless second opponent to left bids or doubles. (32b.)



Attempted Change. An attempted change, not inadvertent, in form of declaration or size of a sufficient bid, subjects offending side to penalty for bid out of turn. (42.)



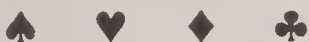
Debarred Bidder. If a debarred player should bid, double or redouble, either opponent may accept or cancel the declaration and offender and partner must thereafter pass (41b.)

PITHY POINTS IN PENALTIES

Errors in Declaration



Penalty Waived. After an erroneous declaration, should opponent to left of offender declare without calling attention to error, the penalty is waived. (32c-34b-37d-40a.)



PITHY POINTS IN PENALTIES

Errors During Play

Lead Out of Turn. If opening lead should be made by wrong adversary, Declarer may call a suit from partner of offender, or treat the card as exposed. (54a.)

Should adversaries lead simultaneously, the incorrect card is exposed. (54c.)

If an adversary leads out of turn, Declarer may call a suit from either adversary when next in turn, or treat the card as exposed. (54h.)

PITHY POINTS IN PENALTIES

Errors During Play

Declarer lead out of turn from either hand may not be rectified unless directed by an adversary. (54d.)

Should an adversary who has led a winning card play one or more others without waiting for partner to play, Declarer may require the partner to win the first trick possible, after which any other cards so led are exposed. (54b.)

After a lead out of turn, should next hand play without claiming penalty, the lead stands as regular. (54g-60h.)



Play Out of Turn. Should wrong adversary play to a lead, Declarer may require partner of offender to play highest or lowest of the suit, or to win or lose the trick, or if lacking the suit to play the highest of any one suit. (54e.)



PITHY POINTS IN PENALTIES

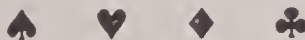
Errors During Play

Omitting a Play. Should Declarer or an adversary omit playing to a trick and then play to a subsequent trick, opponent of offender may demand a new deal. (54i.)



Improper Information. Should an adversary unduly call attention to a play, Declarer may require partner of offender to play highest or lowest of the suit, or to win or lose the trick. (61b.)

The final declaration may be stated at any time, but any unauthorized reference to preceding bids or to any incidents of play or the location of any card subjects offending side to call of suit at their next turn to lead. (61ac.)



PITHY POINTS IN PENALTIES

Errors During Play

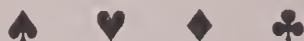
Renounces. If an adversary correct a renounce before trick is quitted, Declarer may require offender to play highest or lowest of suit led, or may treat card first played as exposed. (58bd.)

If Declarer correct a renounce after adversary to left has played, highest or lowest of that suit may be called. (58e.)

A renounce by Dummy may be corrected by any player before the trick is quitted—no penalty. (58a.)

Should Dummy request protection from revokes, and leave table, Declarer cannot be penalized unless an adversary afford opportunity to correct a renounce. (58f.)

After correction of a renounce, a subsequent player may withdraw card played and substitute another. (58b.)



Revokes. Revoke having been claimed, penalty may be imposed if opponent mixes cards before examination. (56c.)

PITHY POINTS IN PENALTIES

Errors During Play

Penalty for revoke is incurred if a penalized player, when able, fails to lead or play as directed. (56d.)

Declarer, having revoked, is penalized 50 points and cannot score for tricks, even should adversary also revoke. (57ac.)

Should adversary revoke, Declarer may take 50 points penalty, or may take two tricks from adversaries for first revoke. (57b.)

Revoking side can score only honors as held, unless opponent should also revoke; should one side revoke more than once, the other side scores 50 for each extra revoke. (57c.)

If Declarer revokes and thereby fulfills contract, adversary may claim only the 50 points penalty and cannot score above the line for the tricks which would otherwise have been lost. (57a1.)

Should adversary revoke, there can be no penalty for undertricks and the two tricks taken for revoke penalty may enable Declarer to win contract. (57b.)

If the Declarer elects to take two tricks as revoke penalty, all tricks over six count

PITHY POINTS IN PENALTIES

Errors During Play

below the line at original, doubled or redoubled value. (57b23.)

Declarer is entitled to the 250 bonus should two tricks taken for an adversary revoke win second game and end rubber, but such tricks cannot earn the 50 bonus for Little Slam, or the 100 bonus for Slam, or the 50 or 100 bonus for winning a doubled or redoubled contract, or any bonus for overtricks. (13a-16-45-57b4.)

Misplaced cards, when found, render owner, except Dummy, liable for any revoke. (27e-54j-56e.)



Dummy Errors. Should Dummy suggest to Declarer which penalty to impose for opening lead by wrong adversary, the offense is canceled. (54a.)

If Dummy should spread any cards before Declarer selects penalty for opening lead by wrong adversary, Declarer may not call a lead. (54a.)

PITHY POINTS IN PENALTIES

Errors During Play

Should Dummy warn Declarer against leading from wrong hand, either adversary may direct from which hand to lead. (50o.)

A play suggested by Dummy may be required (if legal) or forbidden by either adversary. (50n.)

A card in Dummy named or touched by Declarer must be played unless it would constitute a renounce. (53.)



Penalties in General. If a player called on to lead a suit is without, the penalty is paid. (54a.)

A penalty which Declarer might otherwise impose is canceled if Dummy acts in error. (50m.)

If legal, a penalty is finally selected if named or suggested by either opponent. (60ad.)

A penalty is waived if not enforced at the proper time. (32c-34b-37d-40a-54agi-58g-60h.)

PITHY POINTS IN PENALTIES

Errors During Play

An erroneous penalty stands if accepted without protest. (60ef.)

Penalties put pep in the game; exact them as provided in the laws.



PITHY POINTS IN ETIQUETTE

Etiquette is an acid test by which to judge the desirability of a player.

Avoid hesitation and emphasis during the declaration and in leading or playing.

Let your bidding, not your deportment, indicate a pianola or a Yarborough.

Information by comment, manner, gesture or conduct is unfair.

Dummy should not look over the other hands, nor comment on the score.

Do not draw a card before your turn to lead or play.

A player should not detach or partly draw one card and then play a different one.

PITHY POINTS IN ETIQUETTE

A penalty should not be purposely incurred,
nor a law knowingly broken.

Do not take advantage of a breach of etiquette
by your partner.

Conversation and explanations should await
end of hand.

Mannerisms, even though harmless, may annoy
partner or opponent.

Private conventions, unauthorized by an accepted
authority, are unfair.

Ostracism is the proper penalty for persistent
breach of etiquette.



TRICK VALUES (Scored "below the line")

If Hand Played	Each Trick Over Six	If Bid Doubled	If Bid Redoubled
Clubs	6	12	24
Diamonds	7	14	28
Hearts	8	16	32
Spades	9	18	36
No Trump	10	20	40

(Laws 6-8-9-10-12-17-35-36-45-57)

N. B.—A proved error in the score may be corrected at any time before the next declaration begins. (Law 17)

HONOR VALUES (Scored "above the line")

If Hand Played	3 in one or two hands	4 in two hands	5 held two & three	4 in one hand	5 held one & four	5 in one hand
Clubs	12	24	30	48	54	60
Diamonds	14	28	35	56	63	70
Hearts	16	32	40	64	72	80
Spades	18	36	45	72	81	90
No Trump	30	40	..	100

(Laws 14-15-17-35-36-57c)

N. B.—A proved error may be corrected at any time before the score of the rubber has been agreed upon. (Law 17)

PITHY POINTS IN AUCTION BRIDGE

MEMORANDA

It is suggested that the spaces between the points on bidding, play, etc., and also the following blank pages, be used for memoranda as to later developments and different theories in the game.

The evolution from Whist through Bridge will doubtless lead to further changes in Auction. The Laws of the game give general satisfaction, expert play follows well defined principles, but the schools of Bidding have marked variations, all based, however, on different ideas of developing teamwork.

One writer, for instance, condemns all pre-emptive bids, others expand the informatory or negative double, while one restricts the meaning of the echo and several hold varying opinions as to bidding an initial one or two Minor. There will be radical experiments such as Nullo, Pirate and Contract.

A knowledge of all systems would be interesting, flyers may occasionally yield gratifying results, a bluff bid will often work well, poker Auction sometimes pays, but profitable pleasure is fully assured by partnership practice of Pithy Points.



MEMORANDA

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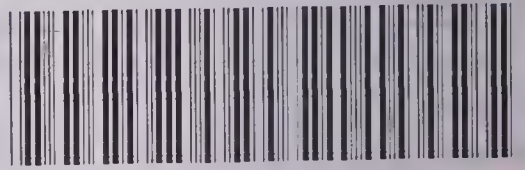
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